

Command and Control Unified Battlespace Environment (CUBE)

Overview Presentation



Outline



- History
- Mission
- **◆ Infrastructure**
 - C2WS Utility Layout
 - Connectivity
 - Core Systems
- Future/Goals
- Growing Pains
- Summary



History Where We Came From

- Fort Franklin -- the seed that became the CUBE
 - Semi-annual Integration and Interoperability Field Exercises
 - I&I accomplishments proved the power of a more coordinated application of ESC resources
 - Limitation: Forts in operation for only 2-3 weeks at a time
 - Identified need for full-time I&I capability
- Integration & Interoperability (I&I) support to Bosnia led to creation of CUBE in Dec 1995







CUBE Objectives Mission Today



- Help establish and manage the ESC C2
 Weapon System to support:
 - The Warfighter
 - Work closely with AC2A/C2TIC in support of fielded systems -- MOA established
 - Exercises/Demonstrations/Experiments
 - EFX 98/99, Blue Flag, Roving Sands, JWID 97/99, etc...
 - Spiral Development
 - Facilitate I&I process for ESC systems
 - Provide opportunity for SPO to integrate individual system into the greater C2 Weapon System platform
 - ESC Home to IC2S (Public Utility)



Test!

The Spiral Process





Technical Assessment

Formal Acquisition Programs

C2 Warfighter
Support Facility

CUBE



Support Facility
505th OS

C2 Battlelab

Operational Capability



ATD/ACTD

EFX

Mature Harden Integrate C2TIC (En Route Training)

C2 Warrior

Exercise

USAF Exercise Control Force

Transition \$\$



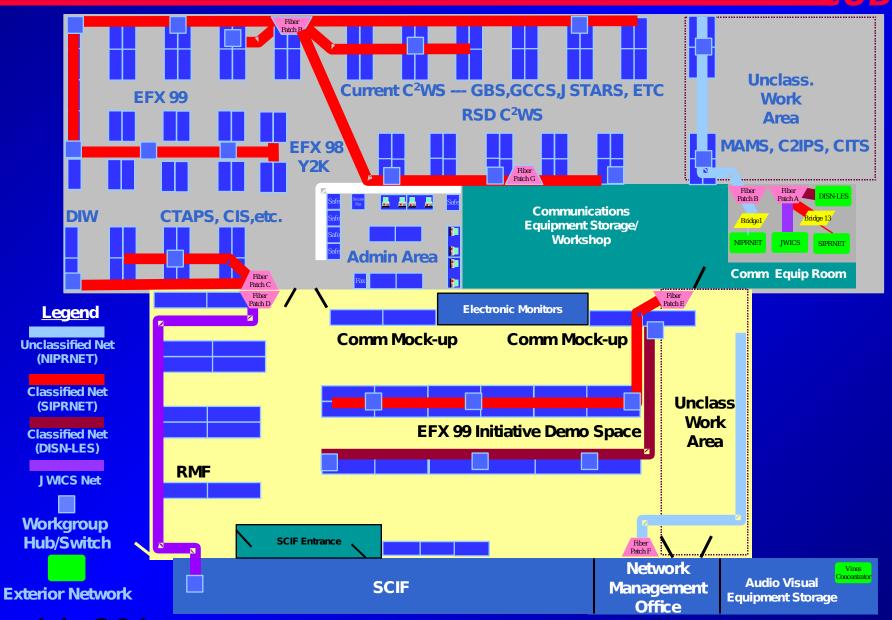
CUBE Objectives Mission Today (cont.)

- Help establish and manage the ESC C2 Weapon System to support:
 - Technology Infusion
 - Working with industry through innovative CRADAs
 - Battlelabs, Joint, and International Communities
 - MOA established with C2BL
 - Support 912 initiative
 - Y2K Integration Testing
 - C2 Weapon System end-to-end test in new CUBE facility



CUBE Infrastructure C2WS Utility Layout--Building 1607

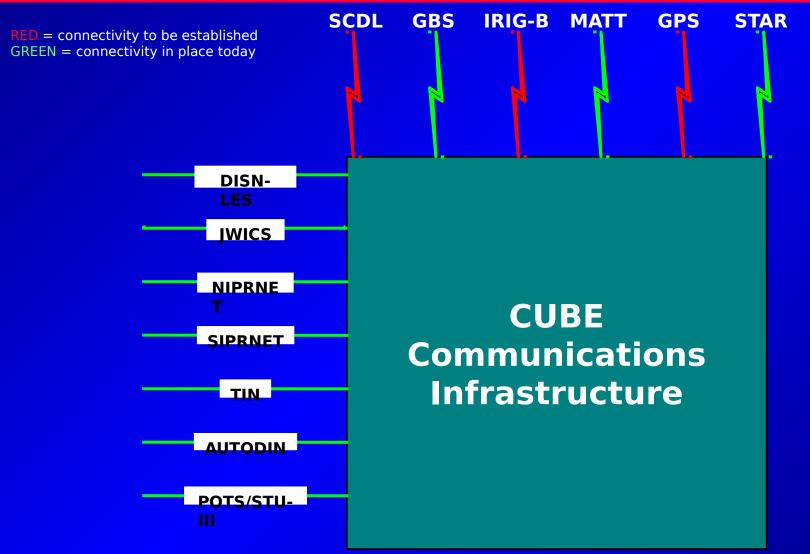






CUBE Infrastructure Connectivity







CUBE Infrastructure (IC2S) Core Systems

		FX99	Ų	TBMIF
System	Description	Ħ	AOC	HB
AA Server	Automatic Associator			
ABI	Airborne Battlefield Intelligence			
ADSI	Air Defense System Integrator	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$
ADVERSARY	C2 Nodal Analysis Tool			
AFMSS	Air Force Mission Support System	$\sqrt{}$		$\sqrt{}$
C2IPS	C2 Information Processing System	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$
CIC	Combat Integration Capability			
CIS	Combat Intelligence System			
СПЅ	Combat Information Transport system			
CTAPS	Contingency Theater Automated Planning System			
CVW	Common Virtual Workspace	$\sqrt{}$		
DIW	Defensive Information Warfare			
GBS	Global Broadcast Service	$\sqrt{}$		
GCCS	Global Command and Control System	$\sqrt{}$		
IBIS	Integrated Battlespace Intelligence Server			
IBS	Intelligence Broadcast Service	$\sqrt{}$		
ISD (MIDB) Server				



CUBE Infrastructure (IC2S) Core Systems

		FX99	Ų	TBMIF
System	Description	E E	AOC	1 B
ISSE	Imagery Security Support Equipment			
J CMT	J oint Collections Management Tool	$\sqrt{}$	$\sqrt{}$	
J DISS	J oint Deployable Intelligence Support System		$\sqrt{}$	
J PT	J FAC Planning Tool		$\sqrt{}$	
J SIPS	J oint Synthetic Imagery Processing System		$\sqrt{}$	
J SWS	J oint Stars Work Station		$\sqrt{}$	
NRTD	Near Real Time Dissemination	$\sqrt{}$		
OMEGA	GPS Accuracy Prediction Tool		$\sqrt{}$	
PLGR	Precision Lightweight GPS Receiver		$\sqrt{}$	
Radiant Mercury	Guard			$\sqrt{}$
RMS	Requirements Management System		$\sqrt{}$	
RS-170 Video Link		$\sqrt{}$		
TBMCS	Theater Battle Management Core System	$\sqrt{}$		$\sqrt{}$
TFS	Tactical Forecast System		$\sqrt{}$	$\sqrt{}$
TSOC	Theater Support Operations cell with ERDAS Imagine and OMNI		$\sqrt{}$	
WCCS	Wing Command and Control System		$\sqrt{}$	
WOTS	Worldwide Origin Threat System		$\sqrt{}$	



Future/Goals Where We Are Headed



- Establish second CUBE operations, located in Building 1102D
 - Set up for Y2K testing of C2 Weapon System (beginning in April)
 - Operate in Building 1102D while CUBE facility renovated (2 years)
 - Support EFX 99 in Building 1607 (through Sep)
- Establish core C2 Weapon System in CUBE and identify additional systems in collaboration with AC2ISRC/C2TIC (AOC Baseline), Joint Community, CIPOs
- Continue providing spiral development and I&I support to ensure systems (upgrades and new) work within C2 Weapon System Structure



Future/Goals Where We Are Headed (cont.)



- Rejuvenate innovation collaboration with AF Battlelabs, industry and other service labs
- Enhance connectivity to other locations
- **◆ Expand sensor inputs into CUBE**



Future Goals Core Systems Progression

CUBE

PHASE I: Inception -**Present**



Support Systems: Osan, Vicenza

PHASE II: 1999 -2000 **ESC Development Systems** 1998 **AOC** Baseline **PUBLIC** UTILITY **ISR** Warfight **Sources** er Support ROSC

Systems

PHASE III: 2001 +**Chief Architect Council**

Integrated C2 Platform

PUBLIC UTILITY



CUBE "Growing Pains"

- Working on shoestring budget
 - Staff function--small budget
 - Not enough funds to establish infrastructure and maintain required staffing/expertise
- Highly dependent on SPOs for success
 - If SPOs do not play; no good way to force them
 - Need SPOs to pay as they play (equipment, system expertise)
- CUBE will be dislocated for two years
 - Away from main ESC campus
- How do we measure CUBE effectiveness
 - Number of sorties using CUBE; Hours CUBE used vs total hours available; Number and significance of problems prevented



CUBE "More Growing Pains"

- **◆ CUBE role vs. C2TIC role in support of IC2S**
 - Need to compliment each other--Not Compete!
- CUBE EFX Interaction
 - EFX will continue to be a major customer,
 - But, CUBE has other customers too--need to support all.
- How will CUBE support CIPO?
 - What does interconnectivity to Army and Navy labs entail?
 - How will we best utilize that connectivity and interface?
 - Need to define roles, responsibilities, and relationships.



Summary



- CUBE roles continue to evolve
- Striving to match reality with the vision
- We are eager to work with SPOs, other organizations, and industry